

Graphics Novel Resources

A graphic novel is an original book length story told in comic book format (i.e. *Blankets* by Craig Thompson) or a collection of stories that have been previously published as individual comic books (i.e. *Ultimate Spider-Man* by Brian Michael Bendis).

Professional Books

Carter, James Bucky, Ed. *Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel*. National Council of Teachers of English, 2007. 9780814103920
A collection of essays by school teachers on pairing graphic novels with more traditional literature to foster literacy.

Goldsmith, Francisca. *Graphic Novels Now: Building, Managing and Marketing a Dynamic Collection*. American Library Association, 2005. 9780838909041.
Provides concrete suggestions for creating, maintaining, promoting and defending a graphic novel collection.

Gorman, Michele. *Getting Graphic! Using Graphic Novels to Promote Literacy with Preteens and Teens*. Linworth Publishing, 2003. 9781586830892.
A concise introduction to graphic novels with a focus on collection development. Includes helpful cataloging and shelving advice as well as programming ideas.

Gravett, Paul. *Graphic Novels: Everything You Need to Know*. Collins Design, 2005. 978-0060824259. Insightful primer for graphic novels with an analysis of the form and how to read it.

Gravett, Paul. *Manga: 60 Years of Japanese Comics*. Collins Design, 2004. 9781856693912. An entertaining history of the growth of manga from Japanese comics in 1945 to the present. With some explicit sex and gore, this is suitable for adult collections.

McCloud, Scott. *Understanding Comics: The Invisible Art*. HarperCollins, 1994. 9780060976255. An excellent guide for understanding comics told in graphic novel format.

Miller, Steve. *Developing and Promoting Graphic Novel Collections*. Neal Schuman, 2005. 9781555704612. A volume in the *Teens @ the Library Series*, thoroughly covers selection, purchasing, cataloging, maintenance and promoting.

Pawuk, Michael. *Graphic Novels: A Genre Guide to Comic Books, Manga, and More*. Libraries Unlimited, 2007. 978-1591581321. Excellent collection development resource.

Serchay, David S. *The Librarian's Guide to Graphic Novels for Children and Tweens*. Neal-Schuman, 2008. 9781555706265. In-depth look at collecting graphic novels – from what to purchase to how to maintain the collection.

Weiner, Stephen. *The 101 Best Graphic Novels*. NBM Publishing, 2005. 9781561634446. Bibliography of some of the highest quality graphic novels for librarians and readers.

Awards

Eisner Awards

Established in 1987 and named after Will Eisner, sometimes referred to as the father of graphic novels. The Awards are given out every year in more than two dozen categories covering the best publications and creators of the previous year (such as Best Short Story, Best Graphic Album, Best Writer, and so on).

Find out more information at <http://www.comic-con.org>

Harvey Awards

Established in 1988, The Harveys recognize outstanding achievements in over 20 categories, ranging from Best Artist to the Jack Kirby Hall of Fame. They are the only comic industry awards both nominated by and selected by the full body of comic book professionals. Find out more at <http://www.harveyawards.org>

Ignatz Awards

The Ignatz Awards, named for the character in the classic comic strip Krazy Kat by George Herriman, recognizes outstanding achievement in comics and cartooning. Awarded annually at the Small Press Expo. The ballot is created by a panel of five cartoonists and voted on by attendees at the event.

Find more information at <http://www.spxpo.com/ignatz.shtml>

